



THE PSION

#OPEN
DND

HOMEBREW

Unleash the Wondrous Potential of your Mind with this New Class
for the World's Greatest Roleplaying Game

THE PSION

As the elderly human watched his apprentice struggle to lift the pebble with his mind, he thought back to his youth, and the years of training it had taken to unlock his own psionic gift. After traveling the world he had realized that true enlightenment was only found within, and he retreated to the cave he called home. As his remaining years had grown fewer in number, he had taken the young lad who now stood before him as an apprentice to pass on all he had learned.

Selected at birth due to her psionic potential, the young elf had been molded into the perfect assassin. As held her latest mark firmly beneath her, the baron let out a soft cry as a blade of pure psionic energy pierced his heart. The next morning, the baron's guards would find him dead, though the cause of his untimely demise would forever remain a mystery.

The young dwarf fled into the forest, consumed with the terror of what he'd done. For as long as he could remember, there was *something* within his mind that he struggled to keep bottled up. That morning, in a moment of weakness, his focus slipped, and a torrent of wild psionic power erupted from within him. He had awoken in the rubble of his home to find his family buried in the ruins. Deep down, he had always known this power would break free. He would live his life as a hermit in the wild where he couldn't harm anyone else.

WONDROUS INNER POWER

Whether through years of practice, or a once in a generation innate talent, Psions learn to manipulate the world with the wondrous power of their minds. Drawing upon the mystical power within, they can communicate without speaking, move objects, alter their physical bodies, and even manifest spells. Relying solely on mastery of their mind, Psions can perform feats thought impossible, even by the most erudite Wizards and devout Clerics. For Psions, it is a point of great pride that they can produce wonders without the help of external power.

Due to their potential, Psions are often misunderstood and feared by the common folk. If they don't learn to control their power, their strange abilities can cause them to be shunned and hated by those around them. Most Psions reveal their power only when necessary, and are hesitant to trust others.

MASTER & APPRENTICE

If they are lucky, potential Psions are discovered by a master and taken away from their home to hone their psionic power in seclusion. No matter their philosophy on life, every Psion holds it as their sacred duty to one day take on an apprentice with the psionic gift and teach them to control their power, passing on everything they themselves have learned.

A Psion's master and how they are trained has great effect on the nature of their abilities. For some, their gift is honed through years of practice and meditation. Others are trained to use their mystic abilities to morph their bodies into deadly weapons. And for the rare few who are never discovered by a master, or attempt to stifle their power, they risk outbursts of wild psionic energy that can have devastating effects.



CREATING YOUR PSION

When creating your Psion, consider how you first discovered your psionic potential. Was it in a moment of pure emotion? Or did you realize your power through peaceful meditation? Did you have a mystical experience that awoke something asleep inside of you? Whatever your experience, the first time that a Psion realizes the true potential of their mind will have a lasting impact on how they view and wield their power.

Also, consider your psionic master. Did another Psion take you under their wing, teaching you to control your wondrous power as their apprentice? Or, did you learn to wield this mysterious inner power on your own? How do you feel about your psionic gift? Is it a point of great pride? Something that separates you from the commoners? Or, do you view your gift as a curse to be hidden and used in the direst situations?

MULTICLASSING AND THE PSION

If your group uses multiclassing, here's what you need to know if you take a level in the Psion class.

Ability Score Minimum. As a multiclass character, you must have at least an Intelligence score of 13 to take a level in the Psion class, or to take a level in another class if you are already a Psion.

Proficiencies. If Psion isn't your initial class, you gain proficiency in light armor, simple weapons, and in one skill from the Psion class skill list.

Spellcasting. If you have the Spellcasting feature from another class, you can use the Psi Points from your Psionics feature to cast spells you know from that class, and you can use spell slots from other classes to cast any of your Psion Spells Known.



THE PSION

Level	PB	Features	Cantrips Known	Spells Known	Mental Limit	Mystic Talents
1st	+2	Psionics, Psionic Awakening	2	2	1st	—
2nd	+2	Harmonious Recovery, Mystic Talents	2	3	1st	2
3rd	+2	Awakening Feature	2	4	2nd	3
4th	+2	Ability Score Improvement	3	5	2nd	3
5th	+3	—	3	6	3rd	4
6th	+3	Awakening Feature	3	7	3rd	4
7th	+3	—	3	8	4th	5
8th	+3	Ability Score Improvement	3	9	4th	5
9th	+4	—	3	10	5th	6
10th	+4	Consumptive Power	4	10	5th	6
11th	+4	6th-level Interior Gate	4	11	5th	7
12th	+4	Ability Score Improvement	4	11	5th	7
13th	+5	7th-level Interior Gate	4	12	5th	8
14th	+5	Awakening Feature	4	12	5th	8
15th	+5	8th-level Interior Gate	4	13	5th	8
16th	+5	Ability Score Improvement	4	13	5th	9
17th	+6	9th-level Interior Gate	4	14	5th	9
18th	+6	Awakening Feature	4	14	5th	9
19th	+6	Ability Score Improvement	4	15	5th	10
20th	+6	Limitless	4	15	5th	10

CLASS FEATURES

HIT POINTS

Hit Dice: 1d6 per Psion level

Hit Points at 1st Level: 6 + your Constitution modifier.

Hit Points at Higher Levels: 1d6 (or 4) + your Constitution modifier per Psion level after 1st

PROFICIENCIES

Armor: Light armor

Weapons: Simple weapons

Tools: None

Saving Throws: Intelligence, Wisdom

Skills: Choose two from Arcana, History, Insight, Investigation, Medicine, Nature, Perception, and Religion

EQUIPMENT

As a Psion, you start with the following equipment:

- leather armor and a quarterstaff
- (a) a light crossbow and 20 bolts or (b) a sling
- (a) two daggers or (b) any simple weapon
- (a) a scholar's pack or (b) an explorer's pack

QUICK BUILD

You can make a Psion quickly by using these suggestions. First, make Intelligence your highest ability score, followed by Dexterity. Second, choose the hermit background. Third, choose the *message* and *mind thrust* cantrips, along with the 1st-level spells *command* and *dissonant whispers*.

PSIONICS

You have awakened the wondrous psionic potential of your mind. Beginning at 1st level, this psionic power allows you to manifest spells. See the *Player's Handbook* for the rules of Spellcasting, and the Psion spell list at the end of this class.

CANTRIPS

At 1st level, you know two Psion cantrips of your choice. You learn an additional Psion cantrip at 4th level and 10th level, as shown in the Cantrips Known column of the Psion table.

PSI POINTS

The psionic power of your mind is represented by a pool of Psi Points. You have a number of Psi Points equal to 1 + your Psion level. To manifest one of the Psion spells you know, you must expend a number of Psi Points equal to the level of the spell (0 for cantrips), and you regain all of your expended Psi Points each time you finish a short or long rest.

For example, as a 3rd level Psion, you can manifest the spell *detect thoughts* at 2nd-level by spending 2 Psi Points.

MENTAL LIMIT

Your Psion level limits the potency of spells you can manifest with your psionics. This limit is reflected in the Mental Limit column of the Psion Table. If a Psion class feature is limited by your Mental Limit, you can't expend more Psi Points than it would cost to manifest a spell of your Mental Limit level.

For example, a 5th level Psion is limited to learning and manifesting Psion spells of 3rd-level or lower.





SPILLS KNOWN OF 1ST-LEVEL AND HIGHER

At 1st level, you learn two 1st-level spells of your choice from the Psion spell list at the end of this class. The Spells Known column of the Psion table shows when you learn more Psion spells of your choice. Each of these spells must be of a level equal to your Mental Limit or lower, as shown on the Psion table. For instance, upon reaching 3rd level in this class, you can learn one new Psion spell of either 1st or 2nd-level.

When you gain a Psion level, you can replace one of your Psion Spells Known with another Psion spell of your choice.

SPELLCASTING ABILITY

Intelligence is your spellcasting ability for your Psion spells since your magic is drawn from the power of your mind. You use your Intelligence when a spell refers to your spellcasting ability. You also use your Intelligence modifier when you set the saving throw DC or make an attack roll for a Psion spell.

Spell save DC = 8 + your proficiency bonus
+ your Intelligence modifier

Spell attack modifier = your proficiency bonus
+ your Intelligence modifier

SPELLCASTING FOCUS

Your mind is the spellcasting focus for your Psion spells. You must have a free hand to cast spells that require somatic or material components, and you must still provide any material components that are consumed or have a required gold cost.

When you manifest a spell with your psionics, you exhibit noticeable changes. Whether your eyes glow with the light of the otherworldly far realm, or your body partially phases into the astral plane, creatures are aware that you are using your psionics unless a feature says otherwise.

PSIONIC AWAKENING

Psionic ability, though it always comes from within, awakens within a mind depending on training, or lack thereof. At 1st level, choose a Psionic Awakening that best represents your Psion: Empath, Enlightened, Immortal, Outsider, or Wilder.

Your Psionic Awakening grants you features at 1st level, and again when you reach 3rd, 6th, 14th, and 18th levels.

AWAKENING SPELLS

Each Psionic Awakening has a list of spells that you learn at the Psion levels noted in your Awakening description. These Awakening Spells count as Psion spells for you. They do not count against your total number of Spells Known, and you cannot switch your Awakening spells when you gain a level.

HARMONIOUS RECOVERY

Starting at 2nd level, you can use a bonus action on your turn to clear your mind and regenerate a number of expended Psi Points equal to your Intelligence modifier (minimum of 1).

Once you use this feature you must finish a long rest before you can do so again. When you reach 11th level in this class, you can use this feature twice between each long rest.

MYSTIC TALENTS

In the solace of training each psionic mind manifests unique powers known as Mystic Talents. At 2nd level, you learn two Mystic Talents of your choice from the list at the end of this class. As you gain Psion levels, you learn additional Talents, as shown in the Mystic talents column of the Psion Table.

Whenever you gain a level in this class, you can choose one of the Mystic Talents you know and replace it with another Talent of your choice for which you meet the prerequisites.



ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or two ability scores by 1. As normal, you can't increase one of your ability scores above 20 using this feature.

CONSUMPTIVE POWER

In times of great need, you can draw upon your life force to manifest psionic power. Starting at 10th level, whenever you would expend Psi Points to manifest a Psion spell or use a Psion feature, you can expend your hit points instead. When you do, reduce your current and maximum hit points by twice the number of Psi Points you normally expend. This reduction cannot be lessened in any way. A reduction to your maximum hit points from this feature returns to normal when you finish a long rest.

INTERIOR GATE

Even the awakened mind of a Psion still has further limits to be unlocked, known as Interior Gates. At 11th level, you unlock the first of these Interior Gates within your mind, which allows you to learn a 6th-level Psion spell of your choice. You can manifest this spell once, at 6th-level, without expending Psi Points. Once you do so, you must finish a long rest before you can do so again.

At certain levels, you unlock increasingly more powerful Interior Gates, allowing you to learn and cast Psion spells of higher levels with the same limitations. One 7th-level Psion spell at 13th level, one 8th-level Psion spell at 15th level, and finally a 9th-level Psion spell when you reach 17th level.

When you gain a Psion level you can replace one Interior Gate spell with another Psion spell of the same level.

LIMITLESS

Your body is but a simple vessel for your fully awakened mind. At 20th level, your psionic power suffuses your body, granting you resistance to bludgeoning, piercing, psychic, and slashing damage. You no longer age, you are immune to all disease, to poison damage, and to the poisoned condition.

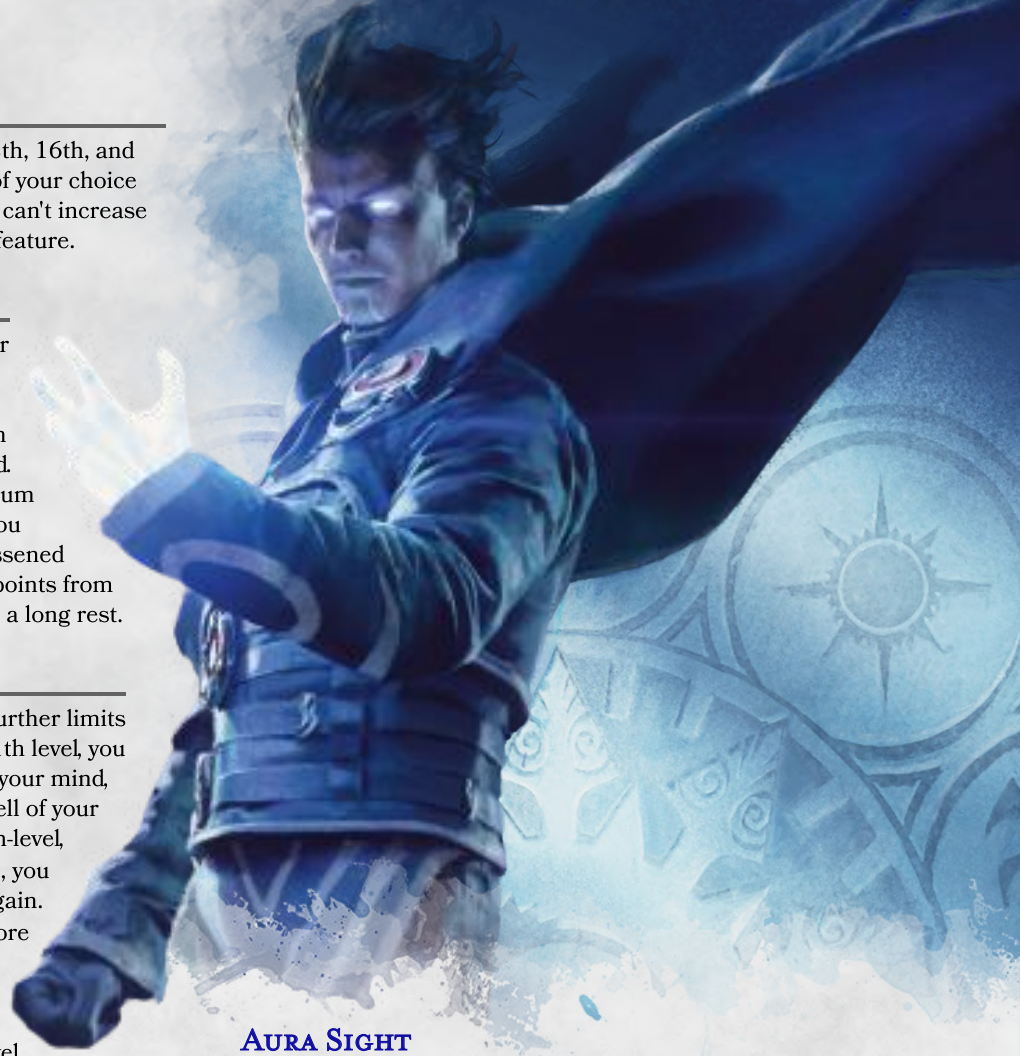
Moreover, you have gained such control over your psionic abilities, that you can meditate and replenish your mental reserves even while performing other actions. You regain 1 expended Psi Point every minute when you are engaging in light activity, such as traveling at a normal pace, eating and drinking, reading a book, or talking with another creature.

PSIONIC AWAKENING

Choose a Psionic Awakening that best represents how your Psion learned to manifest the mystical power of their mind: Empath, Enlightened, Immortal, Outsider, or Wilder.

EMPATH

One thing that sets mortals above the beasts and monsters is their ability to experience emotions. A rare few are so in-tune with their emotions that they can use their intense feelings to draw out their psionic potential. Known as Empaths, these Psions are experts at controlling the emotions of others.



AURA SIGHT

1st-level Empath feature

You can see emotional auras, ethereal colors that surround all creatures which can be used to read its current emotional state. You gain proficiency in Insight, and whenever you make a Wisdom (Insight) check you gain a bonus to your roll equal to your Intelligence modifier (minimum of +1).

As an action, you can expend 1 Psi Point to decipher the aura of a creature that you can see with 60 feet. You learn its most powerful surface-level emotion. For example, you might learn that a creature is excited, fearful, angry, sad, or content.

Whenever you make a Charisma check to interact with a creature whose aura you have read, you gain a bonus to your roll equal to your Intelligence modifier (minimum of +1).

A creature that is hidden from psionics, divination magic, or having their mind read is immune to this feature.

EMPATH SPELLS

1st-level Empath feature

You learn the following spells at the Psion levels noted in the table below. These spells count as Psion spells for you, but they don't count against your total number of Spells Known.

Psion Level	Spell
1st	<i>charm person</i>
3rd	<i>calm emotions</i>
5th	<i>fear</i>
7th	<i>charm monster</i> ^{XGtE}
9th	<i>dominate person</i>



EMOTIONAL FLOOD

3rd-level Empath feature

You use your empathic abilities to manipulate the emotional state of other creatures. As an action, you can inflict one of the following emotions on one creature within 30 feet:

Depress. The target must succeed on a Charisma saving throw or have its speed reduced by a number of feet equal to 5 times your Intelligence modifier (minimum of 5 feet) and it cannot take reactions until the start of your next turn.

Elate. The target gains 1d4 temporary hit points. While these temporary hit points remain, the target has advantage on saving throws to resist being charmed or frightened.

Enrage. The target must succeed on a Charisma saving throw or immediately use its reaction to make a single melee attack against one target of its choice within range. If there are no targets within range it takes 1d6 psychic damage.

MANTLE OF CALM

6th-level Empath feature

You exude calming emotions in a 10-foot radius. When you or a friendly creature within this range makes an Intelligence, Wisdom, or Charisma saving throw, it gains a bonus to its roll equal to your Intelligence modifier (minimum of +1).

Also, you can use your Aura Sight to decipher the aura of creatures within this Mantle without expending Psi Points.

EMPATHIC CONTROL

14th-level Empath feature

You can emotionally cripple the minds of other creatures. When you successfully charm or frighten a creature with a Psion spell, you can spend 1 additional Psi Point to enhance that effect for one target of the spell. For the duration of the effect, it is incapacitated and its speed is reduced to 0.

Also, you are immune to being charmed and frightened.

ASCENDED EMPATH

18th-level Empath feature

You have awakened the full potential of your innate empathic abilities. This power grants you the benefits listed below:

- The range of your Mantle of Calm becomes 30 feet.
- When you charm a creature with a Psion spell, it will do anything within its power to defend you for the duration, regardless of any previous loyalties.
- When you frighten a creature with a Psion spell, it is stunned for the duration so long as you are within 30 feet of it and it can see you.

ENLIGHTENED

Enlightened Psions meticulously hone their psionic potential through practice and dedication. Whether they studied under a great mystic or unlocked their power on their own over the course of years, they exercise a precise degree of control over their gift. Due to the years of training required to unlock their potential, Enlightened Psions are known for their unrivaled dedication, nearly-limitless patience, and impressive tenacity.

THIRD EYE

1st-level Enlightened feature

You have awakened the eye of your mind, known as the Third Eye, which grants you wondrous perceptive abilities. You gain proficiency in Perception, and whenever you make a Wisdom (Perception) check you gain a bonus to your roll equal to your Intelligence modifier (minimum of +1).

Your Third Eye also grants you enhanced sight in a 10-foot radius. Within this range you have blindsight and can see into the ethereal plane. As an action, you can expend Psi Points to increase the radius of your enhanced sight by 10 feet per Psi Point you expend (up to your Mental Limit) for 1 minute.

ENLIGHTENED SPELLS

1st-level Enlightened feature

You learn the following spells at the Psion levels noted in the table below. These spells count as Psion spells for you, but they don't count against your total number of Spells Known.

Psion Level	Spell
1st	<i>catapult</i> ^{XGE}
3rd	<i>levitate</i>
5th	<i>slow</i>
7th	<i>resilient sphere</i>
9th	<i>wall of force</i>

MYSTICAL PRECISION

3rd-level Enlightened feature

Through intense dedication and practice, you have learned to utilize your psionic power in subtle ways unnoticeable to the untrained eye. Whenever you manifest a Psion spell, you can expend 1 additional Psi Point to manifest it without providing any of the spell's normal somatic or verbal components, or manifesting the any of the normal outward signs of your Psionics.



FOCUSED PSIONICS

6th-level Enlightened feature

The precise control you exhibit over your psionic power enhances the potency of effects you manifest. Whenever you manifest a Psion spell or use a Talent that deals bludgeoning, force, piercing, or psychic damage, you can add your Intelligence modifier (minimum of +1) to one damage roll of that spell or Talent.

TELEKINETIC FLIGHT

14th-level Enlightened feature

The psionic power of your mind has suffused every fiber of your physical form, allowing you to subvert the laws of nature. You gain a flying speed equal to your walking speed. While flying in this way you can hover in place.

While you fly in this way, the air immediately around you shimmers with your psionic power, and rocks, dirt, and other small loose objects rise from the ground to float around you.

ASCENDED FORM

14th-level Enlightened feature

You can briefly unleash your mind and take on an Ascended Form. As a bonus action, you can transform your physical body into pure psionic energy and gain the benefits below:

- You become translucent and emit otherworldly bright light, in a 5-foot radius, and dim light 5 feet beyond that.
- You gain resistance to all damage.
- You can move through other creatures and objects as if they were difficult terrain. If you end your movement inside another object or creature, you are immediately shunted to the nearest unoccupied space, taking 1d10 force damage for every 5 feet you were forced to travel.

You can remain in your Ascended Form for 1 minute. It ends early if you are incapacitated or you end it as a bonus action. Once you use this feature, you must finish a long rest before you can use it again. If you have no uses of this feature remaining, you can expend 5 Psi Points to transform again.

IMMORTAL

Raised from birth to master both body and mind, Immortal Psions are extremely difficult to kill. They use their psionic abilities to enhance their bodies and perform great feats of athleticism and martial skill. Immortals spend years honing their psionic combat abilities, making them ideal insurgents, assassins, and bodyguards, for those that can afford them.

IMMORTAL SPELLS

1st-level Immortal feature

You learn the following spells at the Psion levels noted in the table below. These spells count as Psion spells for you, but they don't count against your total number of Spells Known.

Psion Level	Spell
1st	<i>jump</i>
3rd	<i>blur</i>
5th	<i>haste</i>
7th	<i>freedom of movement</i>
9th	<i>mislead</i>

ESOTERIC PROFICIENCY

1st-level Immortal feature

As an Immortal, you have trained to augment your physical abilities with psionic power. You gain proficiency in one skill of your choice from the following list: Acrobatics, Athletics, Perception, Sleight of Hand, or Stealth.

At the end of a long rest, you can replace this proficiency with another proficiency of your choice from the list above.

When you make an ability check that uses this proficiency, you can expend 1 Psi Point to use your Intelligence in place of the normal ability score you would use for that check.

IMMORTAL TRAINING

1st-level Immortal feature

Unlike most Psions, you have honed both body and mind for combat. You gain proficiency with all martial weapons.

Additionally, your hit point maximum increases by 1, and increases by 1 again each time you gain a Psion level.

PSIONIC SMITE

3rd-level Immortal feature

You can empower your attacks with psionic energy. When you hit a creature with a melee attack, you can expend Psi Points to deal additional psychic damage to the target. For each Psi Point you expend (up to your Mental Limit) your attack deals an additional 1d6 psychic damage.

EXTRA ATTACK

6th-level Immortal feature

You can attack twice, instead of once, whenever you take the Attack action on your turn. Moreover, you can manifest one of your Psion cantrips in place of one of those attacks.



IMMORTAL WILL

14th-level Immortal feature

You have mastered the technique from which Immortals draw their name, and your mind can will you to survive blows that would normally kill you. When you are reduced to 0 hit points, but not killed outright, you can expend 5 Psi Points to immediately regain hit points equal to your Intelligence modifier (minimum of 1) + your Psion level.

PHASE WALK

18th-level Immortal feature

You can psionically phase through solid objects. When you take the Dash action, you can expend 1 Psi Point to enter an ethereal state that lasts until the end of your current turn.

While in this ethereal state, you can move through solid objects and creatures as if they were difficult terrain. If you end your movement inside an object, you are shunted to the nearest unoccupied space, and take 1d10 force damage for every 5 feet you were forced to travel.

OUTSIDER

Your psionic power may not have been awoken of your own volition. Outsiders are Psions whose mind has been twisted by incomprehensible alien powers. Some were touched by the strange light of the Far Realm. Others are the results of cruel experiments of aberration from other worlds and times. Whatever their origin, Outsiders can wield the overwhelming psionic power of aberrations, often at the cost of their sanity.

ABERRANT FORM

1st-level Outsider feature

The unknowable presence within your mind will overtake you when you are weak. When you have 0 Psi Points remaining, you instantly mutate into your Aberrant Form. As an action, you can expend your remaining Psi Points to mutate at will.

The appearance of your Aberrant Form can vary based on the source of your otherworldly power but is horrid to look upon. While in Aberrant Form the following rules apply:

- You can no longer concentrate on spells or abilities.
- You gain temporary hit points equal to twice your Psion level. These temporary hit points are dispelled if you revert to your normal form.
- Your hands mutate into writhing tentacles which count as simple melee weapons with the light property. You use your Intelligence modifier for your attack and damage rolls with the tentacles, and on hit, they deal 1d6 psychic damage.
- If you hit a creature that is your size or smaller with a tentacle attack, you can choose to grapple the creature. The escape DC is equal to your Spell Save DC.
- Your Armor Class equals 13 + your Intelligence modifier if it was not already higher.

You remain in your Aberrant Form until you regain at least 1 Psi Point, or you are reduced to 0 hit points.

OUTSIDER SPELLS

1st-level Outsider feature

You learn the following spells at the Psion levels noted in the table below. These spells count as Psion spells for you, but they don't count against your total number of Spells Known.

Psion Level	Spell
1st	<i>arms of hadar</i>
3rd	<i>spider climb</i>
5th	<i>hunger of hadar</i>
7th	<i>summon aberration</i> ^{TCoE}
9th	<i>contact other plane</i>

ALIEN EVOLUTION

3rd-level Outsider feature

Your exposure to eldritch powers has changed you. You gain one feature of your choice from the options below. You gain another feature of your choice at 6th, 14th, and 18th level.

Amorphous. Your body is pliable, though you can maintain your shape and can use objects as normal. You can squeeze yourself through spaces and gaps as narrow as 1 inch wide.

Amphibian. You grow gills. You can breathe air and water, and you gain a swimming speed equal to your walking speed.

Arachnid. You grow serrated suckers or small hairs on your limbs. You gain a climbing speed equal to your walking speed, and you can climb on difficult surfaces, including upside down on ceilings without making an ability check.

Armored Your body is covered in viscous mucus or insectoid plates. So long as you aren't wearing armor or wielding a shield, you gain a +2 bonus to your Armor Class.



EXTRA ATTACK

6th-level Outsider feature

You can attack twice, instead of once, whenever you take the Attack action while you are in your Aberrant Form. Moreover, you can manifest a Psion cantrip in place of one of your attacks.

PSIONIC CONTROL

6th-level Outsider feature

Your innate psionic power has grown, allowing you to exert control over the otherworldly power in your mind. You can mutate into your Aberrant Form as a bonus action on your turn.

As long as you have at least 1 Psi Point, you can maintain your concentration on Psion spells, features, and Talents, and you can use a bonus action to revert back to your normal form.

ELDRITCH RIFT

14th-level Outsider feature

Your otherworldly power allows you to move through cracks in reality itself. Immediately after you manifest a Psion spell of 1st-level or higher, you can teleport to an unoccupied space of your choice within 30 feet that you can see.

GLIMPSE BEYOND THE VEIL

18th-level Outsider feature

You can reveal otherworldly horrors beyond this reality to lesser minds. As an action, you can force one creature you can see within 60 feet to make a Charisma saving throw. On a failed save, the target disappears through an otherworldly gateway into the aberrant void of darkness beyond the stars.

At the end of your next turn, the target returns to the space it previously occupied or the nearest unoccupied space. If it is not an aberration, it takes 10d12 psychic damage. On a success, a creature is immune to this effect for 24 hours.

Once you use this feature you must finish a long rest before you can use it again. When you have no uses remaining you can expend 5 Psi Points to use it again.

WILDER

By far the most volatile Psions, Wilders are those who never truly learn to control the wondrous power of their mind. They often discover their psionic abilities unexpectedly as a result of a traumatic event or violently manifest their mystic power after years of attempting to contain it. Wilders are as erratic as they are powerful and rarely have psionic masters. By the time these uncontrolled abilities develop, it is often too late to gain control of the torrent of psionic power within them.

INSCRUTABLE MIND

1st-level Wilder feature

The unpredictable storm that is your mind makes it difficult for others to dominate you. Whenever you are forced to make a saving throw to resist being charmed, frightened, or have your thoughts read, you have advantage on your roll.

Also, when you succeed on an Intelligence, Wisdom, or Charisma saving throw, you can spend 1 Psi Point and force the attacker to make an Intelligence saving throw. On a failed save, it takes psychic damage equal to your Psion level.

WILD PSIONICS

1st-level Wilder feature

The untamed psionic power within you can have unpredictable effects when unleashed. Immediately after you manifest a Psion spell of 1st-level or higher, roll a d8. If the result of the roll is equal to the number of Psi Points you spent to manifest that spell you manifest a Psionic Surge along with the normal effects of the spell.

Roll a d100 on the Psionic Surge table on the following page to determine the Psionic Surge effect that takes place.

WILDER SPELLS

1st-level Wilder feature

You learn the following spells at the Psion levels noted in the table below. These spells count as Psion spells for you, but they don't count against your total number of Spells Known.

Psion Level	Spell
1st	<i>hideous laughter</i>
3rd	<i>crown of madness</i>
5th	<i>cerebral blast</i> ^P
7th	<i>confusion</i>
9th	<i>synaptic static</i> ^{XGtE}

PSIONIC BURST

3rd-level Wilder feature

When you manifest a Psion spell, you can expend extra Psi Points (up to your Mental Limit) to unleash a burst of psionic energy around you. Creatures of your choice within 10 feet of you must succeed on an Intelligence saving throw or take 1d8 psychic damage per additional Psi Point you spent.

The radius of this feature increases as you gain levels in this class; at 14th level (15 feet) and at 18th level (30 feet).



PSIONIC SURGE TABLE

d100	Surge	d100	Surge
01-02	Roll on this table at the start of each of your turns for the next minute, ignoring this result on subsequent rolls.	51-53	Up to three creatures you choose within 30 feet of you take 4d10 psychic damage.
03-05	You manifest <i>magic missile</i> at 5th-level	54-56	You regain all expended Hit Dice
06-08	You float 1d10 inches off the ground for the next hour	57-59	Your Strength score becomes 4 for 1 minute
09-11	You teleport to a random unoccupied space within 60 feet	60-62	You manifest <i>sleep</i> at the level of the spell that triggered this surge targeting yourself
12-14	You can speak only in Deep Speech for the next minute	63-65	You manifest <i>confusion</i> targeting yourself. This spell does not require concentration.
15-17	You gain 1d20 temporary hit points	66-68	You manifest <i>grease</i> centered on yourself
18-20	You leave footprints that glow with an otherworldly light for the next hour	69-71	You are frightened by the nearest creature until the end of your next turn.
21-23	Your jump distance is tripled for 1 minute	72-74	You resist all damage for the next minute.
24-26	You manifest <i>disguise self</i> , taking on the appearance of the nearest humanoid.	75-77	You manifest <i>hypnotic pattern</i> centered on you. This spell does not require concentration.
27-29	You manifest <i>levitate</i> on yourself. This spell does not require concentration.	78-80	For the next minute, you regain 5 Psi Points at the start of each of your turns.
30-32	Your skin becomes translucent for 1 minute	81-83	You can immediately take one extra action.
33-35	For the next minute, you can see into the Ethereal Plane out to a 30-foot radius	84-86	You manifest <i>blur</i> targeting yourself
36-38	You lose all distinctive features and appear as an average person of your race	87-89	You manifest <i>fly</i> on a random creature within 60 feet. It must concentrate on this effect.
39-41	You emit light in a 10-foot radius for 1 minute	90-92	Maximize the damage of the next spell you manifest within the next minute.
42-44	You briefly see a fond childhood memory of a random creature within 60 feet	93-95	For the next minute, you can teleport up to 20 feet as a bonus action.
45-47	You are proficient in all skills for 1 minute	96-98	You manifest <i>invisibility</i> targeting yourself. This spell doesn't require your concentration
48-50	You regain expended Psi Points equal to your Intelligence modifier	99-00	You regain all expended Psi Points

MENTAL FORCE

6th-level Wilder feature

The wild power of your mind empowers your psionic spells. Whenever you manifest a Psion spell that deals bludgeoning, force, piercing, or psychic damage, you can roll a d8 and add the result to one damage roll of that spell.

MENTAL TORRENT

14th-level Wilder feature

The psionic power emanating from your mind hinders the thoughts of those near you. When you force a creature within 15 feet to make an Intelligence, Wisdom, or Charisma saving throw to resist the effects of one of your Psion spells, Talents, or features it has disadvantage on its initial roll.

In addition, when you damage a creature with a Psion spell while it is concentrating on a spell, it has disadvantage on its Constitution saving throw to maintain concentration.

CHANNELED CHAOS

14th-level Wilder feature

You have gained a limited measure of control over your wild mental power. Whenever you trigger a Psionic Surge, you can roll twice on the Psionic Surge table above and choose which of the effects takes place.

ASCENDED WILDER

18th-level Wilder feature

Your uncontrolled psionic potential is limitless. When you roll damage for a Psion spell and roll the highest result possible on any of the damage dice for that spell, you can roll that die again, and add its result to the total damage roll of the spell.

If you roll the highest result possible again, you roll that die again and continue until you roll less than the highest result.

Finally, the range of your Mental Torrent feature increases to include creatures of your choice within 30 feet of you.



MYSTIC TALENTS

Below are the Mystic Talents available to a Psion. If a Talent has a prerequisite, like your Psion level or another Talent, you can learn it at the same time you meet the prerequisites.

If a Talent allows you to learn a cantrip, it doesn't count against your total number of Cantrips Known. If you already know that cantrip you learn a Psion cantrip of your choice.

CELERITY

Psions who master Celerity use the mystical power of their mind to move at blinding speeds, enhance their reflexes, and overcome any obstacles that may stand in their way.

CELERITY I

Your walking speed increases by 10 feet, and you can take the Dash action as a bonus action on your turn.

CELERITY II

Prerequisite: 5th level Psion, Celerity I

Your walking speed increases by another 5 feet, and when you Dash, opportunity attacks against you have disadvantage.

CELERITY III

Prerequisite: 11th level Psion, Celerity I, II

Your walking speed increases by an additional 5 feet. Also, when you Dash, you ignore the effects of all difficult terrain, and you can move along vertical surfaces and across liquids without falling during your movement on that turn.

CELERITY IV

Prerequisite: 16th level Psion, Celerity I, II, III

When you make a Dexterity saving throw to take only half damage from a spell or effect, you instead take no damage if you succeed on the save, and only half damage if you fail.

Also, when you make a Dexterity check or saving throw, you can use your Intelligence score, in place of Dexterity.

IRON DURABILITY

Psions who master Iron Durability use the mystical power of their minds to enhance their physical forms. While they may appear normal, they are as durable and resilient as iron.

IRON DURABILITY I

So long as you are not wearing armor or wielding a shield, your Armor Class is equal to 13 + your Intelligence modifier.

IRON DURABILITY II

Prerequisite: 5th level Psion, Iron Durability I

As a bonus action, you can spend 1 Psi Point to grant yourself temporary hit points equal to your Intelligence modifier (minimum of 1 temporary hit point)

IRON DURABILITY III

Prerequisite: 11th level Psion, Iron Durability I, II

Whenever you take damage, you can use your reaction to expend 3 Psi Points and gain resistance to the triggering damage type until the start of your next turn.

IRON DURABILITY IV

Prerequisite: 16th level Psion, Iron Durability I, II, III

Whenever you make a saving throw you gain a bonus to your roll equal to your Intelligence modifier (minimum of +1).

METAMORPHOSIS

Psions who master Metamorphosis use the mystical power of their mind to manipulate the size and shape of their bodies.

Transformations from this Talent last for 10 minutes, and you concentrate on them as if concentrating on a spell.

METAMORPHOSIS I

You learn the *psionic strike* cantrip, and when you manifest *psionic strike*, you can use your Intelligence modifier, in place of Strength or Dexterity, for the attack and damage rolls.

METAMORPHOSIS II

Prerequisite: 5th level Psion, Metamorphosis I

As a bonus action you can expend 1 Psi Point to transform, becoming Large or Tiny, gaining the respective benefits:

Large. You gain temporary hit points equal to your Psion level + your Intelligence modifier, your reach increases by 5 feet, and your melee attacks deal 1d4 extra damage on hit.

Tiny. You have advantage on Dexterity (Stealth) checks and you can fit through 6-inch gaps without having to squeeze.

METAMORPHOSIS III

Prerequisite: 11th level Psion, Metamorphosis I, II

As a bonus action you can spend 3 Psi Points to transform as if you had cast *polymorph* on yourself. While transformed in this way you retain your mental ability scores and personality.

METAMORPHOSIS IV

Prerequisite: 16th level Psion, Metamorphosis I, II, III

As a bonus action you can expend 5 Psi Points to transform, becoming Huge or Diminutive, gaining the following benefits:

Huge. You gain temporary hit points equal to twice your Psion level + your Intelligence modifier, your reach increases by 10 feet, and your melee attacks deal 2d6 extra damage.

Diminutive. You gain a +10 bonus to Dexterity (Stealth) checks, attacks made against you have disadvantage, and you can fit through 1-inch gaps without squeezing. While you are Diminutive, you are too small to make weapon attacks.

PRECOGNITION

Psions who master Precognition use the mystical power of their minds to gain flashes of insight into the near future, and use these insights to better defend themselves from attacks.

PRECOGNITION I

You cannot be surprised unless you are unconscious, asleep, or incapacitated, and you gain a bonus to your initiative rolls equal to your Intelligence modifier (minimum of +1).

PRECOGNITION II

Prerequisite: 5th level Psion, Precognition I

As a reaction when you are hit by an attack, you can roll a d4 and add the result to your Armor Class against the triggering attack, potentially turning a hit into a miss.

PRECOGNITION III

Prerequisite: 11th level Psion, Precognition I, II

As a bonus action on your turn, you can spend 3 Psi Points to enter a heightened precognitive state for 1 minute. While in this state, attacks targeting you cannot be made with advantage, and critical hits become normal hits. You must concentrate on this ability as if concentrating on a spell.



PRECOGNITION IV

Prerequisite: 16th level Psion, Precognition I, II, III

When you roll initiative you can take a special turn before any other creature acts. You can use one action, bonus action, or move your speed without provoking opportunity attacks.

Also, while you are in your heightened precognitive state, all attacks targeting you are made with disadvantage.

RESTORATION

A rare Talent among Psions, those who master Restoration uses the mystic power of the mind to stimulate the healing process in themselves and others through force of will.

RESTORATION I

You learn the *spare the dying* cantrip. It doesn't count against your total number of Cantrips Known. When you manifest *spare the dying*, it has a range of 30 feet.

RESTORATION II

Prerequisite: 5th level Psion, Restoration I

You have a pool of healing power that can restore a number of hit points equal to five times your Psion level. As an action, you can touch a creature and draw power from the pool to restore a number of hit points up to the maximum amount remaining in your pool. You can't heal undead or constructs. Your healing pool replenishes when you finish a long rest.

RESTORATION III

Prerequisite: 11th level Psion, Restoration I, II

As an action, you can touch a willing creature and expend 2 Psi Points to end one of the following conditions affecting it: blinded, charmed, deafened, frightened, poisoned, or stunned.

RESTORATION IV

Prerequisite: 16th level Psion, Restoration I, II, III

As an action, you can touch a creature that has died within the last minute and expend 3 Psi Points to immediately bring it back to life with 1 hit point. This ability has no effect on a creature that has died of old age or natural causes.

TELEKINESIS

Often considered the purest Talent a Psion can master, those who master Telekinesis use the mystical power of their mind to manipulate objects and creatures with only their thoughts.

TELEKINESIS I

You learn the *mage hand* cantrip, and when you manifest it you don't need to provide the verbal or somatic components. Your *mage hand* is invisible and can lift a number of pounds equal to 10 times your Intelligence modifier (minimum of 10).

TELEKINESIS II

Prerequisite: 5th level Psion, Telekinesis I

You can manifest two instances of *mage hand* at one time, so long as they remain within 30 feet of each other. Manifesting two *mage hands* at once requires your concentration.

TELEKINESIS III

Prerequisite: 11th level Psion, Telekinesis I, II

You learn *telekinesis*, but it doesn't count against your total number of Spells Known. If you already know this spell you learn another Psion spell of your choice. When you manifest it you don't need to provide verbal or somatic components.



TELEKINESIS IV

Prerequisite: 16th level Psion, Telekinesis I, II, III

You can cast *telekinesis* at will, without expending Psi Points.

TELEPATHY

Psions who master Telepathy use the mystical power of their minds to mentally communicate with other creatures. Some can even weaponize power to mentally attack their enemies.

TELEPATHY I

You can telepathically communicate with any creature you can see within 60 feet. You don't need to share a language, but the target must speak at least one language to respond. You can only communicate with one creature at a time.

TELEPATHY II

Prerequisite: 5th level Psion, Telepathy I

The range of your telepathy becomes 120 feet. As an action, you can form a telepathic network connecting yourself and a number of creatures equal to your Intelligence modifier for 1 hour. So long as these creatures are within the range of your telepathy they can mentally communicate with each other.

TELEPATHY III

Prerequisite: 11th level Psion, Telepathy I, II

The range of your telepathy becomes 1 mile. To establish a telepathic connection with a creature that you can't see you must have previously connected telepathically with them.

You can also telepathically fulfill the verbal component of any Psion spell you manifest. Targets telepathically hear the verbal components of the spell in your voice in their head.

TELEPATHY IV

Prerequisite: 16th level Psion, Telepathy I, II, III

The range of your telepathy is the entirety of the plane you are on. Also, you can form a telepathic network connecting yourself and a number of creatures equal to your Psion level.

If the total number of creatures in your telepathic network exceeds 1 + your Intelligence modifier, you must concentrate on the network as if you were concentrating on a spell.



PSION SPELL LIST

Here is the list of spells you consult when you learn a new psion spell. The list is organized by spell level, not character level. The spells listed below are from the *Player's Handbook*, *Xanathar's Guide to Everything**, *Tasha's Cauldron of Everything***, and *Fizban's Treasury of Dragons****. Spells marked "P" are exclusive to the Psion class and included at the end of this class.

CANTRIPS (0 LEVEL)

blade ward
friends
guidance
light
mage hand
magic stone
message
mind sliver
mind thrust ^P
minor illusion
psionic strike ^P
spare the dying
sword burst
thaumaturgy
toll the dead
true strike

1ST LEVEL

alarm
catapult
cause fear
charm person
command
comprehend languages
detect magic
disguise self
dissonant whispers
expeditious retreat
faerie fire
hideous laughter
id insinuation ^P
identify
jump
longstrider
magic missile
shield
silent image
sleep
unseen servant

2ND LEVEL

arcane mischief ***
blindness/deafness
blur
calm emotions
crown of madness
detect thoughts
enlarge/reduce
hold person
invisibility
levitate
locate object
mind spike
mind whip
mirror image
misty step
phantasmal force
see invisibility
suggestion
tower of iron will ^P

3RD LEVEL

blink
catnap
cerebral blast ^P
clairvoyance
enemies abound
fear
feign death
fly
haste
hypnotic pattern
intellect fortress
life transference
major image
nondetection
sending
slow
tongues
water walk

4TH LEVEL

arcane eye
charm monster
compulsion
confusion
dimension door
ego scourge ^P
freedom of movement
greater invisibility
hallucinatory terrain
locate creature
phantasmal killer
psychic lance ***
resilient sphere

5TH LEVEL

arcane hand
dominate person
dream
far step
geas
hold monster
legend lore
mislead
modify memory
psychic crush ^P
screaming
seeming
skill empowerment
synaptic static
telekinesis
telepathic bond
wall of force

6TH LEVEL

arcane gate
arcane transformation
eyebite
globe of invulnerability
irresistible dance

magic jar
mass suggestion
mental prison
platinum shield ***
psionic oppression ^P
scatter
true seeing

7TH LEVEL

dream of the blue veil
etherealness
forcecage
mirage arcane
plane shift
power word: pain
project image
reverse gravity
sequester
teleport

8TH LEVEL

antimagic field
antipathy/sympathy
dominate monster
feeblemind
maddening darkness
mind blank
power word: stun
telepathy

9TH LEVEL

astral projection
foresight
imprisonment
invulnerability
power word: kill
psychic scream
time stop
weird



PSION SPELLS

The following spells are available for a Psion to choose from. The spells are presented in order of ascending spell level.

MIND THRUST

Evocation cantrip

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

You batter a creature within range with a torrent of psionic power. Make a ranged spell attack against the target. On hit, the target takes 1d12 magical bludgeoning damage.

This spell's damage increases by 1d12 when you reach 5th level (2d12), 11th level (3d12), and 17th level (4d12).

PSIONIC STRIKE

Evocation cantrip

Casting Time: 1 attack

Range: self

Components: S, M (an empty hand)

Duration: Instantaneous

As part of an unarmed strike, you manifest a blade of psionic energy in your hand. On hit, the target takes psychic damage equal to 1d6 + your Strength modifier, in place of the normal damage of your unarmed strike. Your hand immediately reverts to its normal appearance at the end of the attack.

The damage die of this spell increases when you reach 5th level (1d8), 11th level (1d10), and 17th level (1d12).

ID INSINUATION

1st-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

You unleash conflicting desires within one creature you can see within range, impairing its ability to make decisions. The target must succeed on a Wisdom saving throw or be incapacitated. At the end of each of its turns, it takes 1d12 psychic damage, and it can then make another Wisdom saving throw. On a success, the spell ends on the target.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st. The creatures must be within 30 feet of each other when you target them.

TOWER OF IRON WILL

2nd-level abjuration

Casting Time: 1 reaction, when you are forced to make an Intelligence, Wisdom, or Charisma saving throw.

Range: Self

Components: V

Duration: 1 round

You protect your mind with a mantra of mundane, repetitive thoughts in order to better resist mental assault. Until the beginning of your next turn, you have advantage on all Intelligence, Wisdom, and Charisma saving throws, and you gain resistance to psychic damage.

CEREBRAL BLAST

3rd-level evocation

Casting Time: 1 action

Range: Self (30-foot cone)

Components: V

Duration: Instantaneous

Your mind unleashes a mental thrust of overwhelming force in a 30-foot cone. Each creature within the area of this spell must make a Strength saving throw. On a failure, a creature takes 5d8 magical bludgeoning damage and is pushed 20 feet directly away from you, and falls prone. On a successful save, a creature takes half damage and remains in place.

At Higher Levels. When you cast this spell using a spell slot of 4th-level or higher, the magical bludgeoning damage increases by 1d8 for each spell slot level above 3rd.

EGO SCOURGE

4th-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: V

Duration: Concentration, up to 1 minute

You strike at the mind of a creature you can see within range, attacking its very sense of self. The target must succeed on an Intelligence saving throw or suffer disadvantage on attack rolls and ability checks, and it cannot cast spells. At the end of each of its turns, the target can repeat the saving throw. On a successful save, this effect ends on the target.

PSYCHIC CRUSH

5th-level evocation

Casting Time: 1 action

Range: 90 feet

Components: V

Duration: Concentration, up to 1 minute

You exert the full force of your will on a creature. The target must make a Strength saving taking 5d8 force damage on a failure, and half as much on a success. At the end of each of its turns, it must repeat the saving throw. It takes 2d8 force damage on a failed save, and on a success, the spell ends.

If this spell reduces a creature to 0 hit points they are crushed into a ball the size of your fist.

At Higher Levels. When you cast this spell using a spell slot of 6th-level or higher, the initial force damage increases by 1d8 for each spell slot level above 5th.

PSIONIC OPPRESSION

6th-level enchantment

Casting Time: 1 action

Range: 60 feet

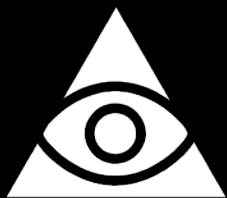
Components: V, S

Duration: 1 minute

You psionically overwhelm the mind of one creature you can see within range. The target must make an Intelligence saving throw. On a failed save, it takes 12d6 psychic damage and is stunned for 1 minute. On a successful save, the target takes half as much damage and isn't stunned.

The stunned target can repeat the saving throw at the end of each of its turns, ending the effect on a success.





THE PSION

Unlock the wondrous and strange power that lies dormant within your mind. Includes seven Mystic Talents to develop and five Psionic Awakenings to reflect your Psions power:

*Empath - Enlightened - Immortal
Outsider - Wilder*

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